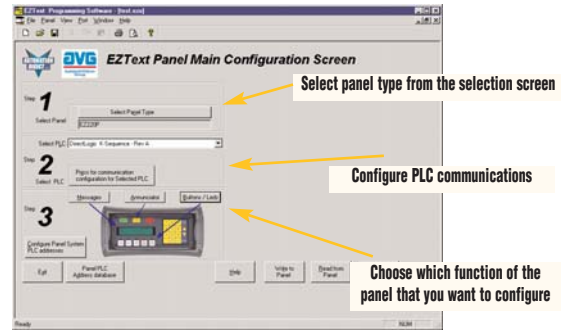


# EZTEXT CONFIGURATION SOFTWARE

## Configuration software <--->

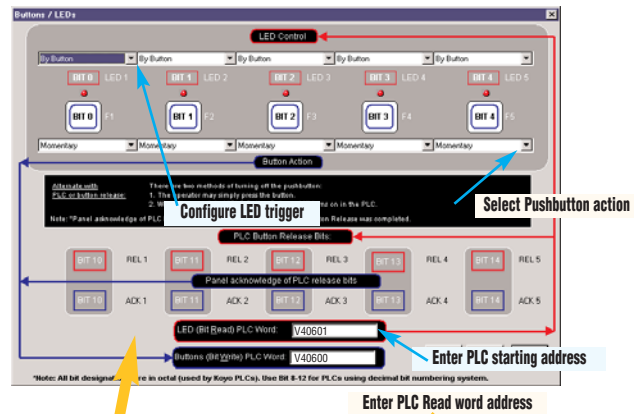
The EZText configuration software (EZ-TEXTEDIT) is an easy-to-follow Windows-based program. The screens and pull-down menus provide all of the necessary tools you will need to select the panel type, configure the PLC communications, create text messages, etc.

Unlike other text panels that require extensive programming and associated ladder logic to make the pushbuttons and LEDs operable, the EZText panels use simple addressing and bit assignments. EZText panels use the EZTEXT-PGMCBL programming cable.



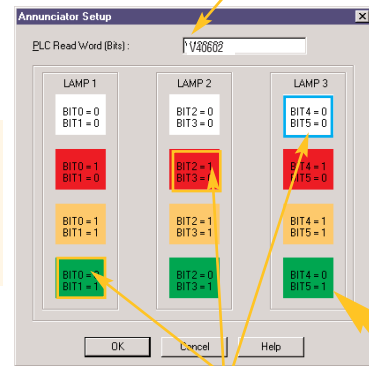
## Pushbutton and LED configuration

The configuration screen for the pushbuttons and their associated LEDs contains all of the relevant information needed. You can configure the pushbuttons in three different ways: alternate, momentary, or alternate with PLC release option. Likewise, the associated LEDs can be triggered three ways: by the associated pushbutton, by the PLC, or they can be made to flash by the pushbuttons. The LEDs can be totally independent of the pushbutton action. This screen will also contain the associated PLC address. Once you select the address assignment, all of the pushbutton and LED fields will be populated with the associated bit assignments. The screen to the right shows V40602 as the address for the pushbuttons. The pushbuttons are then automatically labeled C0-C4. The first bits of the word control the function of the pushbutton. The LEDs are using V40601 as the address. They occupy the first five bits of that word, therefore they are labeled C20-C24. The address used for the LEDs is also shared with the option of the pushbutton set and release by the PLC function. In this example, the address will occupy bits 9-13 (C30-C34).



Open. Int.

This example illustrates the pushbuttons configured using V40602 address from a DirectLOGIC PLC. If you are using an Allen-Bradley PLC, the C40 -C46 identifiers would be bits 1-6.



Lamps and colors will be triggered by the status of the associated read word bits

## Annunciator lamps on the EZ-220P

The annunciator lamps (LEDs) available on the EZ-220P are configured similar to the pushbuttons and LEDs on the EZ-220/420 panels. You can individually select the colors and how they are activated. Once you have selected the starting address in the associated PLC, all of the lamps will be identified. The color that the lamp is illuminating depends on the bit assignment of the address selected. For example, if bit 1 is ON and bit 2 is OFF, the first lamp is Green. If bit 2 is ON and bit 3 is ON, the lamp is Yellow. If bit 5 is OFF and bit 6 is ON, the third lamp will be RED. The diagram to the right illustrates how each lamp is affected by each bit sequence.

A-B	Direct Logic	Bits																LSB					
N7:0	V40600	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1
N7:1	V40601	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
N7:2	V40602	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1	0	1
N7:3	V40603	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
N7:4	V40604	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
N7:5	V40605																						

# EZTEXT CONFIGURATION SOFTWARE

## Text messaging

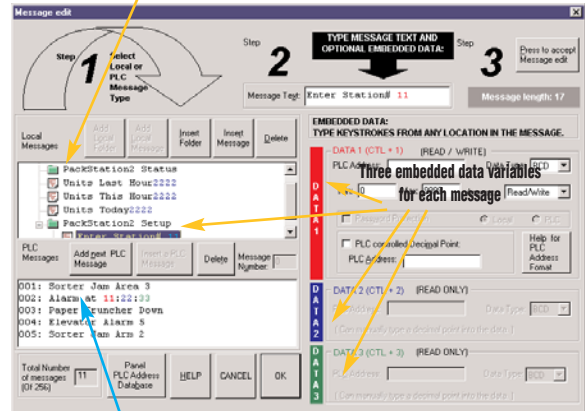
The EZText panels can store up to 256 messages. There are two types of messaging for the panels: local and PLC. Local messages are displayed on the screen unless the PLC triggers a PLC message. When a PLC message is triggered, the PLC Message LED will also be illuminated. The PLC message will remain displayed until it is acknowledged (pressing esc on the panel).

The local messages can be arranged and organized in a menu tree structure by the use of file folders. You can also have a submessage within a folder for more versatility. The folders can be arranged to make multiple messages easier to locate and read. On the LCD display, a folder is represented by a "+" symbol. By using the control pushbuttons (*enter*, *up*, *down*, *esc*), you can select a folder or main menu item (by pressing *enter*). If you select a folder (clicking on a message with a "+" at the beginning), the main folder heading will stay on the top line of the display (turns to a '-') and all of the associated messages or folders under that will be displayed. You can scroll through the messages and change a variable that is included in the message string. You can have up to three variables in a message, and one can be a setpoint.

The PLC messages are also entered in this dialog box. The message number assigned in this screen is what the PLC uses to trigger the display of the message.

Layered messages provide more organization and detail.

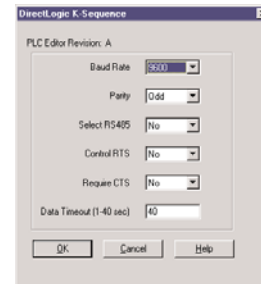
This example shows only one layer of messaging. You can actually have a second if you need more information to be stored.



These messages are triggered by the PLC and will trigger the PLC Message LED on the front of the EZText panels.

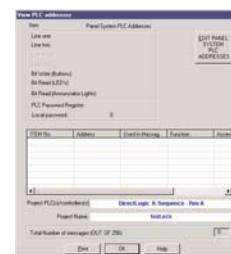
## Panel communication set up

The dialog box for communications setup is where you select the PLC type and communication parameters. To make the process easier for you, most of the fields will be populated as soon as you select the PLC. After you have completed the screen, click OK and you are finished.



## View PLC tagnames

The configuration software provides a screen to view all of the programmed messages and tagnames that you have assigned to the panel. With 256 message capability, this screen can provide a great organizational tool to help you remember what addresses you have used, what names or messages you have programmed, and any other items that you have programmed.



## EZ-SP configuration

The EZ-SP (setpoint display) panel has a unique setup screen for data and message display. Most other setpoint display panels have a physical label to identify the data displayed. The EZ-SP attaches the associated text with the numeric data and displays it on the 1x16 LCD display.

The setup screen will contain such items as single/double word, decimal point information, associated text message, read/write information, PLC information, and data entry parameters. The pushbuttons on the front of the panel will scroll through the data items and when selected, permit data variables to be changed.

